How to / Trackmania / Mediatracker / Workflow

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The Walkthrough in details

We will now do a step-by-step walkthrough from A-Z, information + exercise sections are mixed...

Click icon to download the "*MEDIATRACKER WORKFLOW EMPTY*".
Put it on your "Tracks/Challenges" folder and open it in the track editor (refer: file locations).

Main exercise starts...

Open the track in your editor, "Record a Mediatracker Ghost", finish recording and enter the "In game" section of the Mediatracker.

CLICK IMAGE TO ZOOM

The empty screen

The naked truth after opening the mediatracker for the first time.

You see your track in the distance, some transparent cube following your mouse moves and absolutely no action anywhere.

Section 1: Clips & Triggers

Because your content is still totally empty, the mediatracker will automatically create a first "Clip" and ask you to place a "Trigger".

Clips

You could also say "filmclip". A clip contains a set of actions, which will all be listed in the "tracks" listing on the right, as soon as you insert them...

Buttons / Keys
(1) Insert a new clip (2) Delete selected clip (3) Set the trigger(s)
Hint
Clicking next to the clip's name will select the clip. Click on the clip's name will rename the clip itself.

Rule of thumb

Usually you will have more than 1 clip in your mediatracker content, all of them playing on different occasions (= triggered on different spots on the driving track).

Playing a new clip will STOP THE PREVIOUS CLIP from playing. No exception.
Always keep this in mind when planning your mediatracker contents. It might be neccessary to copy content from Clip1 to Clip2 if you want to keep an effect showing during both clips.

Triggers

A trigger is an "activation point" to start playing the chosen clip as soon as the driver's car enters the trigger area while playing.

Clicking the yellow cube (button "3" in the picture above), you can chose to place/edit one or multiple triggers for your chosen clip. Clicking it again will deactivate the trigger editing

While the yellow cube is activated, nothing else will work (except moving around with your preview camera).
If your previously recorded Ghost drives into this area, the car will appear within the trigger area. This is a good check to see if you placed your triggers right.

How to move your camera in the Mediatracker

→ Hold right mousebutton and move mouse to change your camera orientation.
→ Use the cursor keys to move forward / backwards / left / right.
→ Use page up/down keys to lower/raise your camera.
→ Hold CTRL+Right mousebutton and move mouse to lean your head left/right.
→ Mousewheel will Zoom In/Out

If you want to slow down or fasten up your camera movement, use the F/G buttons in the General Helpers section.

While editing triggers the camera control is a bit different.
- Mousewheel will lower/raise Trigger camera.
- Hold CTRL+Right mousebutton will set the direction from which the car must enter (not working!).

Practice these methods a bit, you'll benefit a lot if you're able to move quickly later.

Is the clip (still) triggered ?

There is a nasty little detail about triggers, which you must know, in order to master the art of setting triggers.

What you know

When your car drives into a trigger area, the condition "*is the clip triggered?*" would become "*TRUE*"...

What you haven't realised yet

Just because your car exits the trigger area after driving through it, that does NOT mean, that the "*is the clip triggered?*" condition becomes *UNTRUE* ! It is still *TRUE* !

Why is this important ?

Because it means, that you can't activate/play a clip again and again, just because you pass the same trigger area multiple times ! And in more complicated driving environments with lots of re-using road pieces/driving spots, this might be necessary !

What's the solution ?

You need something, which makes the "*is the clip triggered?*" condition *UNTRUE* again. Remember what I've said in the Clips explanation:

Playing a new clip will STOP THE PREVIOUS CLIP from playing. No exception.

And that's because: The triggers of the new clip will set the condition "*is the clip triggered?*" of the previous clip to *UNTRUE* ! That's why it stops playing ! As seen in the Loopcam tutorial.

That means: If you want to use the same clip multiple times (triggered on a single spot), YOU NEED ANOTHER CLIP (empty or filled) to set the "*is the clip triggered?*" of your 'real clip' to *UNTRUE*, so your car can drive into the trigger area again and therefor : make it *TRUE* (again).

A simple example

CLICK IMAGE TO ZOOM

The 1st clip will display a text "NEW ROUND" each time your car drives into the trigger area, but only with the help of the 2nd clip (and its trigger).

CLICK IMAGE TO ZOOM

Shortly before entering the 1st clip's area again, we put a trigger for a 2nd clip before it, so the condition for the 1st clip's trigger becomes *untrue*. That's why the 1st clip can be triggered and played AGAIN.

Exercise continued...

Move your camera, so you get a good view of the starting point.
Place a single trigger directly on the start block, like in the picture above.
Then click button(3) to deactivate the trigger editing for your clip.

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